

YOU NAME IT, WE GAME IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games, games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog*. Consult parts list for current price (\$1.00).

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
4. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.
5. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

MICROCOMPUTER GAMES DIVISION

The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

WARRANTY NOTICE

To the original purchaser only, The Avalon Hill Game Company warrants the media to be free from defects in material for 30 days. If during that period a defect should occur, the software may be returned to us and we will replace it at no charge. If after that period, your media becomes defective, return it to us and we will replace each disk for a \$10 service charge. To ensure identification as the original purchaser, please complete and mail the enclosed Registration card.

The Avalon Hill Game Company makes no warranties, either express or implied, with respect to the software program or the game, its quality, performance, merchantability or fitness for any particular purpose. The product is sold "as is."

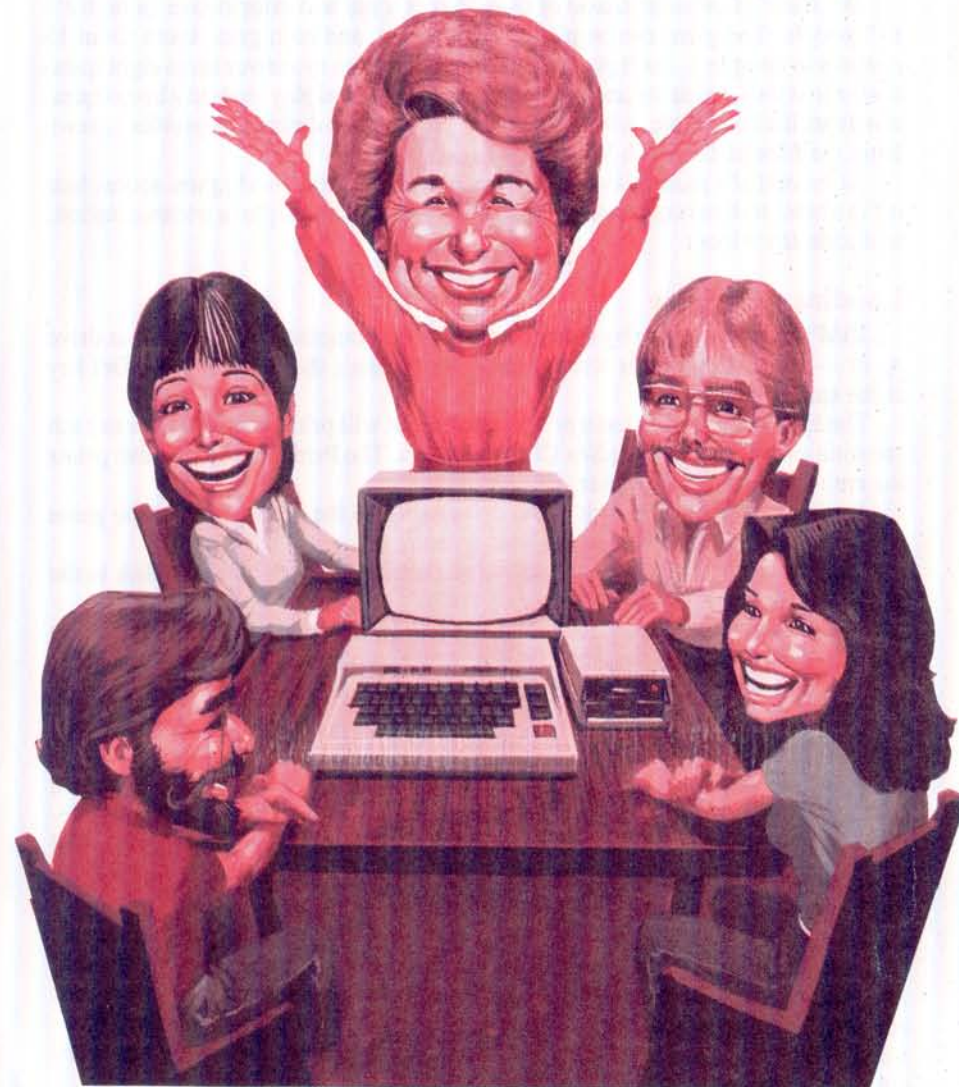
This software package, including program and documentation, is copyrighted. This program may not be copied or duplicated, in part or in whole.

*Trademarks of International Business Machines, Apple Computers and Commodore Electronics, Ltd.

A-5845 10/86
12285-3

4585501

DR. RUTH'S *Computer* GAME OF **GOOD SEX**®



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

Dr. Ruth's Computer Game of Good Sex™

Rules of Play

Dr. Ruth's Computer Game of Good Sex is a fun and informative game for 1 to 7 people. The game can be played many times, and each game takes about 15 minutes to complete. Each player gets the opportunity to answer up to eight questions about love, sexuality and relationships. Exceptional play leads to a bonus question from the Sex Clinic, where the player provides a solution to a problem drawn from the files of Dr. Ruth Westheimer.

At the end of a multi-player game, the players with the two highest scores face off in a head-to-head contest to answer four more questions, plus a bonus question, to decide the winner.

Loading the Game

IBM®: Start the game by either turning on the computer with the disk in drive A, or — if the computer is already on — by pressing the Ctrl, Alt, and Del key at the same time.

The IBM version only has a printer option that will print out the answer to each question as well as the entire Sex Clinic question. The Print/Screen key also prints the entire screen to the printer.

Apple®: Put the game disk in the drive and turn the computer on. The game will load and give instructions on what to do next.

Commodore® 64: Disable or remove all cartridges. With the game disk in the drive, type **LOAD“*”**,8,1.

Time delay (all versions): for each player, enter the number of seconds that the game counts off before starting the clock. Any number between 1 and 20 seconds may be used, and pressing the Enter key automatically sets the default at 10 seconds.

Starting Play

There are two types of questions asked in the *Dr. Ruth* game: true-false and multiple choice. The “Ask Dr. Ruth” true-false question consists of four statements, with you selecting the one statement that is different from the others. It will be either the only true fact among three false ones, or the only false fact among three true ones. The game will tell you which to look for.

To answer the question, press the 1, 2, 3, or 4 key opposite the statements.

In the one-player game, you will get eight of these questions. They are divided into two sections of four questions each. If you answer three out of the first four correctly, you get a bonus multiple-choice question from the Sex Clinic. Otherwise, you go on to the next four questions. If at least three of them are answered correctly, then you get another opportunity for a bonus question.

In games with two or more players, each player answers four questions with a possible bonus question under the same condition as above. Each player in succession answers 4 true-false questions (and a possible Sex Clinic question), using keys 1 through 4.

The Sex Clinic

When you qualify for a bonus question, you must answer a multiple-choice question (these questions are based on queries to Dr. Ruth Westheimer). Read it carefully, and type the number of the response you think Dr. Ruth Westheimer gave.

Scoring

Points are scored for each correct and incorrect answer based upon the amount of time left on the clock. For each correct answer, the number of points on the clock is added to your total. For each incorrect answer, half the number is taken away from your total.

Example: you answer the first question correctly when there is 90 showing on the clock. You score 90 points. But on the next question, with 50 showing on the clock, you choose the wrong answer. Half of 50 is 25, and that is deducted from your score, leaving 65 points.

You can pass on a question by pressing the space bar, and it will not affect your score.

The Face-Off Round

The face-off round appears only when two or more players are in the game. The two highest scorers will be asked questions. One player will be assigned keys 1 through 4, while the other player uses keys 6 through 9. The first person to answer gets the points (or penalty if the answer is wrong). The face-off round consists of four true-false questions and a bonus question from the Sex Clinic. One player is assigned keys 1 through 4, while the other player uses the 6 through 9 keys.

Credits

Project Supervision: Dr. Ruth Westheimer
Game Design: Michael E. Moore, Mark Herman
IBM Programming: Bob Gardner
Apple and Commodore Programming: Jim Jacob
Research: Richard Korman, Elaine S. Silver
Photo: Harold Kreiger
Production Coordinator: Phyllis Opolko
Camera Dept. Supervisor: Elaine M. Adkins
Typesetting: Colonial Composition
Printing: Monarch Services



microcomputer games DIVISION
The Avalon Hill Game Company

A Monarch Avalon, Inc. Company

Text ©Karola, Inc., 1986. All Rights Reserved

Design ©1986 The Avalon Hill Game Company
All Rights Reserved

Computer Program and Audio-Visual Display Copyrighted